

NintendoWare for Cafe

Sound Project Converter Manual

2011/07/06

Version 1.0.0

**The content of this document is highly confidential
and should be handled accordingly.**

Confidential

These coded instructions, statements, and computer programs contain proprietary information of Nintendo and/or its licensed developers and are protected by national and international copyright laws. They may not be disclosed to third parties or copied or duplicated in any form, in whole or in part, without the prior written consent of Nintendo.

Table of Contents

1	Introduction	4
2	Using the Sound Project Converter	5
2.1	Executing the Sound Project Converter.....	5
2.2	Sound Project Converter Options	5
3	Sound Project Converter Features	6
3.1	File Timestamp Check	6
3.2	Sound Project Converter Internal Operations.....	6
3.2.1	Pre-Conversion Commands Execution	6
3.2.2	Sound Archive Conversion	6
3.2.3	HTML Sound List Generation.....	6
3.2.4	Post-Conversion Commands Execution	6

Tables

Table 2-1 Sound Project Converter Options	5
---	---

1 Introduction

The sound project converter is a command line tool to convert NintendoWare for Cafe SoundMaker project files (`*.fspj`) into the sound archive files (`*.bfsar`) that are used from the `nw::snd` library.

This document describes how to use the sound project converter and its features.

This document refers to NintendoWare for Cafe as NintendoWare.

2 Using the Sound Project Converter

2.1 Executing the Sound Project Converter

To use the sound project converter, execute from the command line using the following format.

```
NW4F_SoundProjectConverter.exe [options] Project File
```

Examples:

- NW4F_SoundProjectConverter.exe sample.fspj
- NW4F_SoundProjectConverter.exe -c sample/sample.fspj

When conversion is performed, a sound archive file with project file extension changed to *.bfsar is output.

2.2 Sound Project Converter Options

The options for NW4F_SoundProjectConverter.exe are specified by characters or strings that start with a hyphen.

Table 2-1 Sound Project Converter Options

Option	Function
-h / --help	Displays and terminates help messages.
-s / --silent	Controls message output.
-v / --verbose	Displays detailed internal operations.
-c	Converts all files regardless of the file timestamp.
-p / --parallel <conversion_count_max>	Sets the maximum number of parallel conversions (0 - 99) (see Note 1).
--ignore-pre-convert-command	The pre-conversion user commands are not executed.
--ignore-post-convert-command	The post-conversion user commands are not executed.

Note 1: If 0 is specified for this value, this is automatically set to be the same as the number of CPU cores in the PC.

3 Sound Project Converter Features

3.1 File Timestamp Check

By default, the sound project converter checks the date and time that files were last updated. If the generated file is newer than the source file, the file is not converted. This reasoning reduces conversion time.

By specifying the `-c` option, all files will be converted without checking timestamps.

3.2 Sound Project Converter Internal Operations

The sound project converter performs conversion with the following procedure.

- Execution of the pre-conversion commands
- Sound archive conversion
- Generation of HTML sound list
- Execution of the post-conversion commands

3.2.1 Pre-Conversion Commands Execution

Executes the pre-conversion commands set in the sound project.

3.2.2 Sound Archive Conversion

Generates a sound archive file (`*.bfsar`) based on the sound archive definition file (`*.csar`).

To perform this conversion, the various types of converters in the `$NWFC_ROOT/tools/SoundMaker` folder are started. Each converter converts sound data to binary data for the runtime library and ultimately combines them into one sound archive file.

You can convert non-interdependent sounds in parallel. Use the `-p` option to specify the maximum number of parallel conversion processes to launch. Specify a value between 0 and 99. When 0 is specified, the effect is to set the number to match the number of CPU cores. If this option is omitted, the default value of 0 is used.

3.2.3 HTML Sound List Generation

Outputs an HTML file format sound list file based on the HTML sound list settings configured in the sound project.

3.2.4 Post-Conversion Commands Execution

Executes the post-conversion commands set in the sound project.

Revision History

Version	Revision Date	Description
1.0.0	2011/07/06	Initial version.

All company and product names in this document are the trademarks or registered trademarks of their respective companies.

© 2011–2013 Nintendo/ HAL Laboratory, Inc.

The contents of this document cannot be duplicated, copied, reprinted, transferred, distributed, or loaned in whole or in part without the prior approval of Nintendo.